

In the Specification

Please amend the specification of this application as follows:

Rewrite the paragraph at page 3, lines 6 to 8 as follows:

--In one prior approach known as back-end screening, the output of the rendering task ("map") is stored in a ~~contenement~~ contone buffer. A screening task then retrieves the data in the contone buffer and generates the image in a suitable format for sending to the output device.--

Rewrite the paragraph at page 4, lines 7 to 12 as follows:

--In one embodiment, two approaches (back-end screening and integrated screening) are implemented within a computer system, and the approach determined to be consuming least clock cycles is chosen to generate an image for each page. Thus, integrated screening, which ~~usually typically~~ generates images at a higher rate is used usually rate, is usually used. However, the back-end screening may be used when the integrated screening can be inefficient, for example, when there is substantial overlap in the objects to be rendered.--

Rewrite the paragraph at page 9, lines 3 to 9 as follows:

--In step 250, the resources required for generating a page (image) are measured for each of the approaches of step 210. An example approach of measuring the resources is also described below in further detail. In step 280, an approach requiring an optimal amount of resources (e.g., minimum time) is selected. In the embodiments described below, an entire page is described as being rendered using the selected approach. However, the selection may be performed for each band (i.e., many adjacent horizontal lines) or sub-band (e.g., a rectangle) without

departing from the scope and spirit of the present invention. The method ends at step 299.--

Rewrite the paragraph at page 13, lines 6 to 9 as follows:

--wherein Pagesize represents the area of the page (e.g., for A4 page approximately 8.2 inches x 11.6 ~~square~~ inches); DPSI represents the dots per square inch (e.g., for image resolution of 600 dots per inch, DPSI equals 360000); 'x' and '/' respectively representing multiplication and division operations; and transfer-rate represents the data transfer rate from/to RAM 120.--

Rewrite the paragraph at page 14, lines 11 to 15 as follows:

--The instruction code (software instructions) size for rendering in the case of pipeline screening is typically more than the code size for back-end screening. The increase in code size for pipeline screening approaches can reduce the throughput performance due to instruction cache misses. The effect of instruction ~~each~~ cache misses in pipeline model over back-end screening can be computed as follows:--

Rewrite the paragraph at page 14, line 16 as follows:

~~$$T_c = (\sum (In \times (C_{pi} - C_{bi}))) \times CLK_{cache} \quad \text{(Equation 3)}$$~~

$$T_c = (\sum (In \times (C_{pi} - C_{bi}))) \times CLK_{cache} \quad \text{(Equation 3)}--$$

Rewrite the paragraph at page 16, lines 21 to 25 as follows:

--The values T_d , T_p , T_c and T_t are computed above in Equations 1-4 respectively. Equation 5 is applicable when the data structure for each tile fits into cache 115, and equation 6 is applicable when the data structure does not into cache 115. The back-end screening approach is selected if the value of CLK is

greater than zero, or else ~~back-end~~ pipeline screening approach
is selected.--